



Learning Through Three Dimensional Simuations and Virtual Worlds

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ReactionGrid Inc.



ReactionGrid Inc. Clients

- **Government:** NASA, NOAA, DOE, GovGrid, Veterans Administration
- **Enterprise:** IBM, Microsoft, Xerox, Siemens, Raytheon, Novonics, Emdeon, American Cancer Society, Aspyr Gaming Studios
- **Universities:** Boston College, Cedar Crest Academy, Chanchung American International School, Colorado Mountain College, George Mason University, Georgia Tech, Hong Kong Polytechnic, Future University Japan, Perdue, Rutgers



ReactionGrid Inc. Services

- **Creating 3D Simulation and Virtual World platforms for general purpose use.**
- **Developing desktop and mobile applications.**
- **Helping clients with **best practices** for developing **successful immersive learning projects.****

How to Navigate in Jibe

- Press WASD or arrow keys to walk.
- Hold a key to start running.
- Press space while moving to jump.
- Click-drag on screen to move camera.
- Click on chairs to sit.
- To stand up, walk forward or backward.



ReactionGrid on Twitter

buffyb RT @Pathfinder: IN 1 HOUR: My ISTE SIGVE Presentation @8pm Eastern - "Jibe and Virtual Worlds on the Web" - <http://bit.ly/iRr0BY> #ReactionGrid about 1 minute ago · reply · retweet · favorite

more than 1 new tweet

Pathfinder IN 1 HOUR: My ISTE SIGVE Presentation @8pm Eastern - "Jibe and Virtual Worlds on the Web" - <http://bit.ly/iRr0BY> #ReactionGrid 34 minutes ago · reply · retweet · favorite

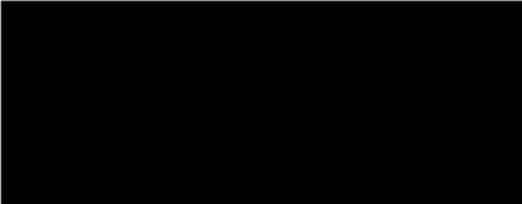
ReactionGrid RT @Tinsel_Silvera: Due to schedule conflicts there will be no #ReactionGrid Help Island Office Hour this week. My apologies.1 about 1 hour ago · reply · retweet · favorite

Tinsel_Silvera Due to schedule conflicts there will be no #ReactionGrid Help Island Office Hour this week. My apologies. See you next week! about 1 hour ago · reply · retweet · favorite

MariaKorolov RT @Pathfinder: NOW: Visit this URL between now and 4pm Eastern to chat and watch me work in Unity3d and Jibe. <http://bit.ly/IE0BSZ>

Join the conversation

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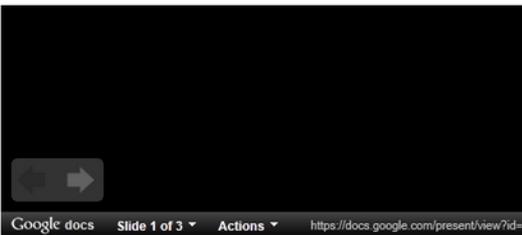


Virtual Worlds in your Browser



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[@Pathfinder](https://twitter.com/Pathfinder)



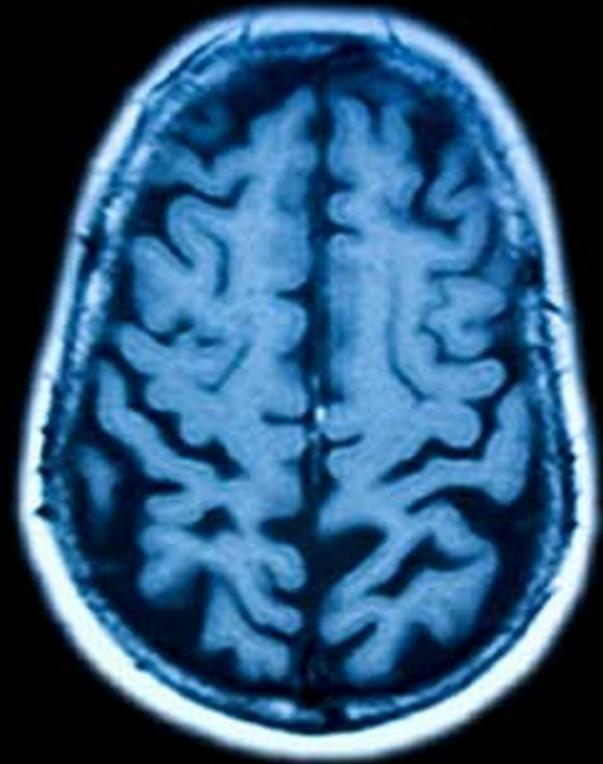


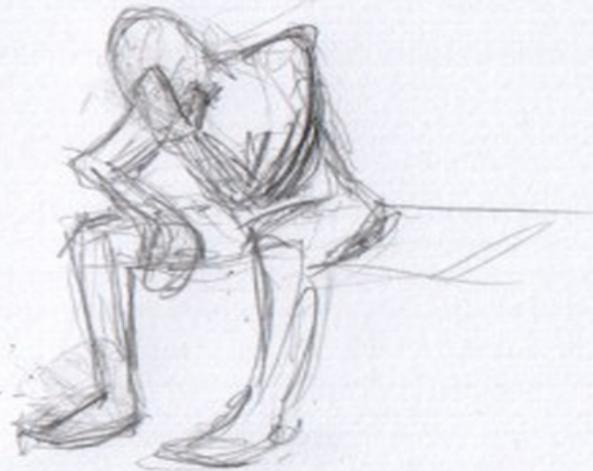
Immersive Learning and some Best Practices

- "Emotional Bandwidth"
- Building new tools to increase it.
- Learning how to use *existing* tools **better**.

Bound by our Biology

- *Our brain is designed to thrive in a 3d environment full of embodied people and places.*
- *We forget the importance of social cues that build empathy and trust.*
- *What we experience in a virtual environment feels real because **our brain fills in the gaps.***





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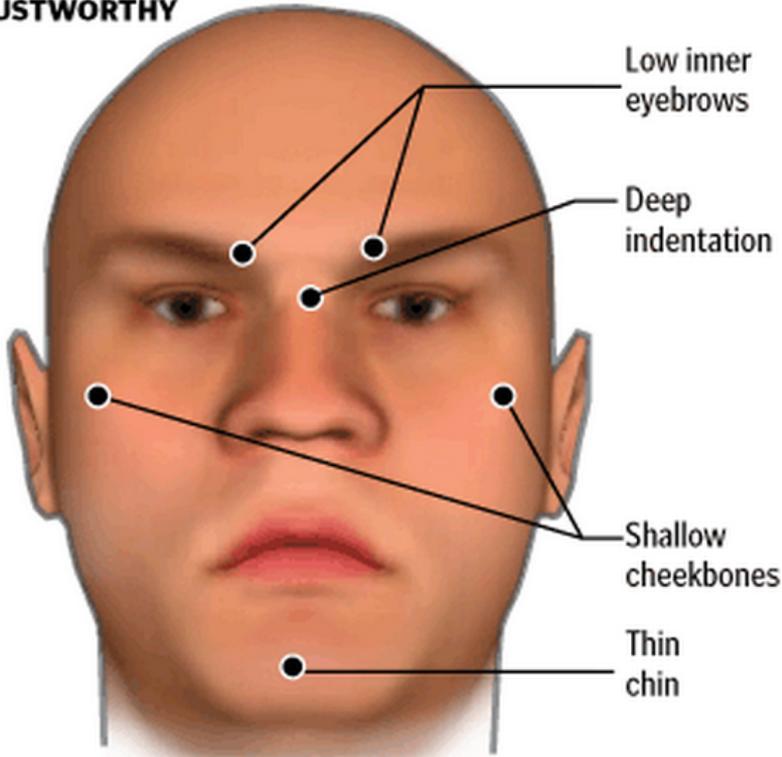


Less trustworthy

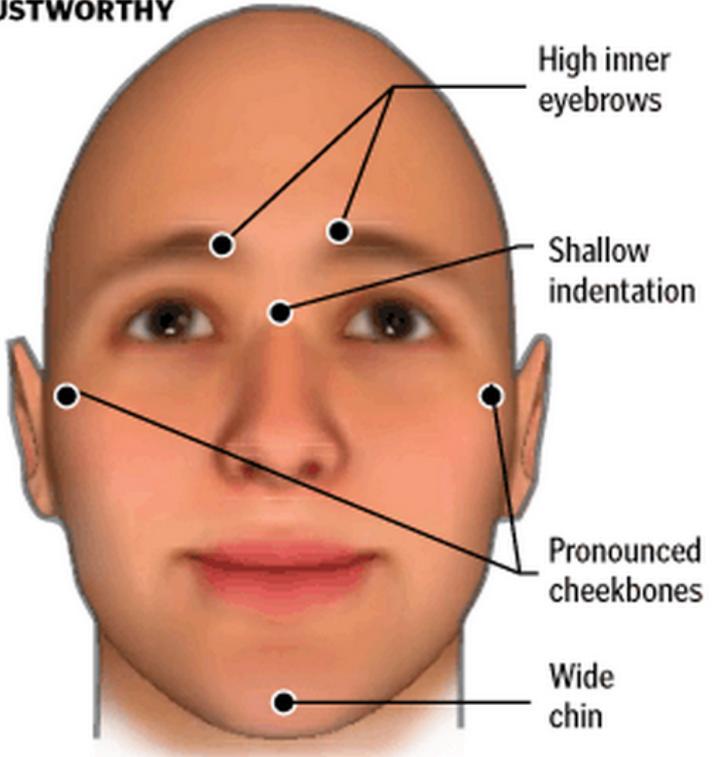
Neutral

Most trustworthy

FEATURES THAT APPEAR UNTRUSTWORTHY



FEATURES THAT APPEAR TRUSTWORTHY



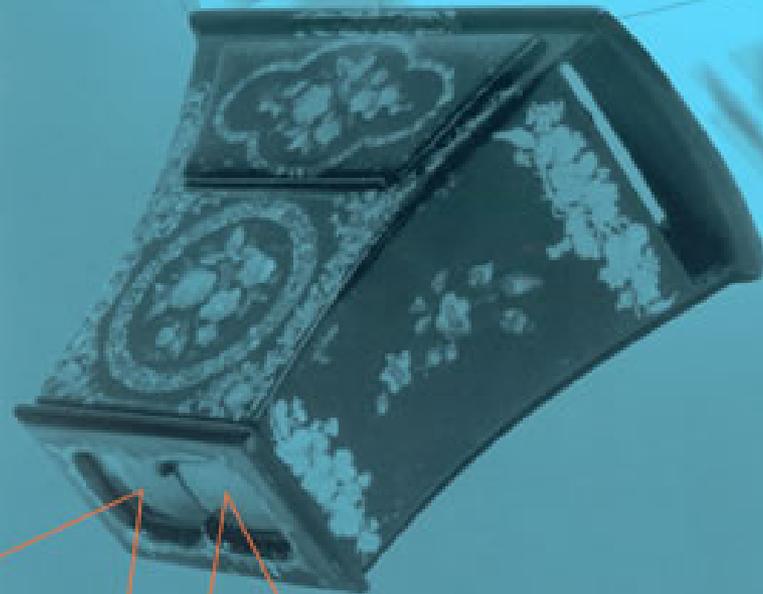
Common Pitfalls

- Pattern Matching
- The Tiger in the Grass
- Lost Opportunities caused by using a new tool like an old tool.



New Media

1740-1915



edited by Lisa Gitelman and Geoffrey B. Pingree







Creating Engagement

- We tend to recreate the familiar.
- We do this because the familiar feels *safe*.
- The deepest learning happens not when we feel safe, but when we are **fascinated with and challenged by our environment.**







TeleportPoint1

BRONSTEDT GROUP

Juliana

JonB

Nyx Ivory:

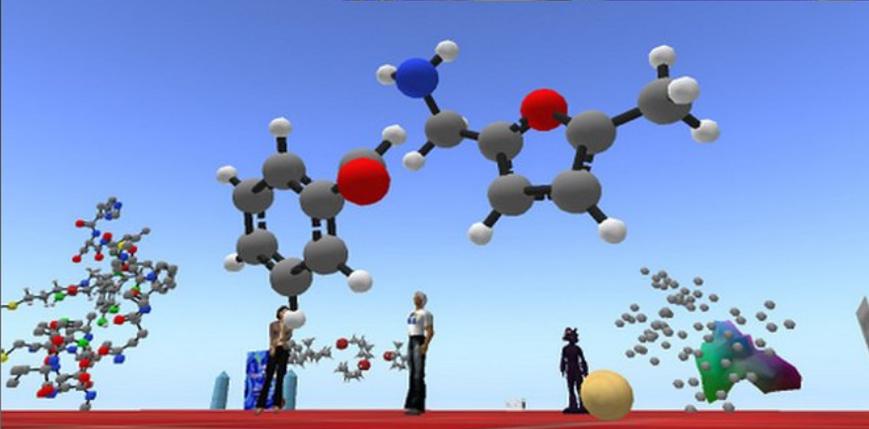
perspective -1

Chat



Online Users









A Few More Best Practices

- Engage people **wherever** they are.
- Cultivate a sense of **place**.
- Encourage **exploration** by **rewarding it**.



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Thank you



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slides: bit.ly/USCG_Lester_01

www.reactiongrid.com